

**Amendments to the Claims:**

The listing of claims will replace all prior versions, and listings, of claims in the application:

Claims 1-18 and 20-25 have been cancelled. Claim 19 has not been entered. Claims 26-49 have been previously presented. Claims 50 and 51 have been added.

**Listing of Claims:**

Claims 1-18 (cancelled)

Claim 19 (not entered).

Claims 20-25 (cancelled)

Claim 26 (previously presented): A method for playing a simulated football board game played by opposing board game players managing combinations of offensive and defensive strategy options of a plurality of opposing simulated football team players on a board game simulated football field during at least four time limited timed periods of the simulated football board game, each time limited timed period of the at least four time limited timed periods of the simulated football board game limited to a not to exceed cumulative runtime and comprising a plurality of time sensitive game plays resulting in a plurality of game play winners and a plurality of game play outcomes achieved by the opposing board game players, the simulated football board game resulting in a simulated football game winner based upon at least one final score achieved by at least one of the opposing board game players, comprising the steps of:

(a) starting the simulated football board game by:

(a1) selecting, by the opposing board game players, an offense game player and a defense game player from the opposing board game players;

(a2) starting a time limited timed period of the at least four time limited timed periods, using a game clock;

(a3) starting a time sensitive game play of the plurality of time sensitive game plays, using a play clock;

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(b) for the each time limited timed period of the at least four time limited timed periods:

(b1) for each time sensitive game play of the plurality of time sensitive game plays:

10 (b1a) limiting maximum time of the each time sensitive game play of the plurality of time sensitive game plays to a predetermined time interval, and:

(b2) selecting, by the opposing board game players, opposing game play strategies, comprising selecting opposing game play strategy cards comprising opposing game play strategy play types,

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the opposing game play strategy cards comprising a plurality of game play strategy instructions, at least one of the game play strategy instructions comprising directions to proceed to at least one game play strategy look up table comprising at least one additional instruction

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tabulated according to the opposing game play strategy play types, comprising:

(b2a) selecting, by the selected offense game player an offensive game

play from a group of offensive strategy play cards,

each offensive strategy play card of the group of offensive strategy

play cards comprising at least one offensive game play

5 instruction,

at least one offensive strategy play card of the group of offensive

strategy play cards comprising directions to proceed to at least

one offensive look up table comprising at least one additional

offensive game play instruction tabulated according to offensive

10 game play strategy play types and defensive game play strategy

play types and cross referencing the defensive game play strategy

play types to the offensive game play strategy play types;

(b2b) selecting, by the selected defense game player a defensive game

play from a group of defensive strategy play cards,

15 each defensive strategy play card of the group of defensive strategy

play cards comprising at least one defensive game play

instruction,

at least one defensive strategy play card of the group of defensive

strategy play cards comprising directions to proceed to at least

20 one defensive look up table comprising at least one additional

defensive game play instruction tabulated according to the

defensive game play strategy play types and the offensive game

play strategy play types and cross referencing the offensive game  
play strategy play types to the defensive game play strategy play  
types;

(b3) determining the game play winner and a game play loser, using dice;

5 (b4) determining the game play outcome, comprising:

(b4a) implementing the selected game play instruction of the selected  
opposing game play strategy card of the game play winner;

(b4b) implementing any of the at least one additional instruction,  
comprising:

10 (b4b1) selecting the at least one game play strategy look up table  
from the group consisting of the at least one offensive look up  
table and the at least one defensive look up table according to  
the game play winner, the game play winner from the group  
consisting of the offense game player and the defense game  
15 player;

(b4b2) looking up a game play winner selected game play strategy  
play type cross referenced to a game play loser selected game  
play strategy play type tabulated in the selected at least one  
game play strategy look up table;

20 (b4b3) proceeding to implement the at least one additional  
instruction;

(c) restarting the time sensitive game play of the plurality of time sensitive game plays at step (b), using the play clock and the game play winner as the offense game player and the game play loser as the defense game player.

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Claim 27 (previously presented): The method for playing the simulated football board game of claim 26, wherein the selected at least one game play strategy look up table further comprises at least one additional game play strategy look up table at at least one cross reference location of the selected at least one game play strategy look up  
10 table, comprising at least one further instruction based upon score of the dice.

Claim 28 (previously presented): The method for playing the simulated football board game of claim 27, wherein the at least one further instruction comprises a plurality of further instructions at least one of which is selected based upon different possible  
15 scores of the dice.

Claim 29 (previously presented): A method for playing a simulated football board game played by an offense game player and a defense game player during at least four time limited timed periods , each time limited timed period of the at least four time limited  
20 timed periods limited to a not to exceed cumulative runtime and comprising a plurality of time sensitive game plays resulting in a plurality of game play outcomes achieved by the offense game player and the defense game player, the simulated football board game resulting in a simulated football game winner based upon at least one final score, comprising the steps of:

(a) starting the simulated football board game by:

(a1) selecting, the offense game player and the defense game player;

(a2) starting a time limited timed period of the at least four time limited timed

5 periods, using a game clock;

(a3) starting a time sensitive game play of the plurality of time sensitive game

plays, using a play clock;

(b) for the each time limited timed period of the at least four time limited timed

10 periods:

(b1) for each time sensitive game play of the plurality of time sensitive game

plays:

(b1a) limiting maximum time of the each time sensitive game play of the

plurality of time sensitive game plays to a predetermined time

15 interval, and:

(b2a) selecting, by the offense game player an offensive game play type

from a group of offensive strategy play cards comprising a plurality

of offensive game play strategy play types,

each offensive strategy play card of the group of offensive strategy

20 play cards comprising at least one offensive game play

instruction,

at least one offensive strategy play card of the group of offensive  
strategy play cards comprising directions to proceed to at least  
one offensive look up table comprising at least one additional  
offensive game play instruction tabulated according to offensive  
game play strategy play types and defensive game play strategy  
play types and cross referencing the defensive game play strategy  
play types to the offensive game play strategy play types;

(b2b) selecting, by the defense game player a defensive game play type  
from a group of defensive strategy play cards comprising a plurality  
of defensive game play strategy play types,  
each defensive strategy play card of the group of defensive strategy  
play cards comprising at least one defensive game play  
instruction,

at least one defensive strategy play card of the group of defensive  
strategy play cards comprising directions to proceed to at least  
one defensive look up table comprising at least one additional  
defensive game play instruction tabulated according to the  
defensive game play strategy play types and the offensive game  
play strategy play types and cross referencing the offensive game  
play strategy play types to the defensive game play strategy play  
types;

(b3) determining a game play winner and a game play loser, using dice, the game play winner from the group consisting of the offense game player and the defense game player;

(b4) determining the game play outcome, comprising:

5 (b4a) implementing at least one game play instruction of the game play winner based upon a selected game play type of the game play winner from the group consisting of the selected offense game play type and the selected defense game play type;

10 (b4b) implementing any of at least one additional instruction of the game play winner, comprising:

(b4b1) selecting at least one game play strategy look up table according to the game play winner, the at least one game play strategy look up table from the group consisting of the at least one offensive look up table and the at least one defensive look up table;

15 (b4b2) looking up the at least one additional instruction in the selected at least one game play strategy look up table based upon a game play winner selected game play type selected by the game play winner and a game play loser selected game play type selected by the game play loser, each cross  
20 referenced to the other and from the group consisting of the



selected offense game play type and the selected defense game  
play type;

(b4b3) implementing the at least one looked up table additional  
instruction;

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(c) restarting the time sensitive game play of the plurality of time sensitive  
game plays at step (b), using the play clock and the game play winner as  
the offense game player and the game play loser as the defense game  
player.

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Claim 30 (previously presented): The method for playing the simulated football board  
game of claim 29, wherein the selected at least one game play strategy look up table  
further comprises at least one additional game play strategy look up table at at least  
one cross reference location of the selected at least one game play strategy look up  
table, comprising at least one further instruction based upon score of the dice.

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Claim 31 (previously presented): The method for playing the simulated football board  
game of claim 30, wherein the at least one further instruction comprises a plurality of  
further instructions at least one of which is selected based upon different possible  
scores of the dice.

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Claim 32 (previously presented): A method for playing a simulated football board game  
played by an offense game player and a defense game player during at least four time

limited timed periods , each time limited timed period of the at least four time limited  
timed periods limited to a not to exceed cumulative runtime and comprising a plurality  
of time sensitive game plays resulting in a plurality of game play outcomes achieved  
by the offense game player and the defense game player, the simulated football board  
5 game resulting in a simulated football game winner based upon at least one final score,  
comprising the steps of:

(a) starting the simulated football board game by:

(a1) selecting, the offense game player and the defense game player;

10 (a2) starting a time limited timed period of the at least four time limited timed  
periods, using a game clock;

(a3) starting a time sensitive game play of the plurality of time sensitive game  
plays, using a play clock;

15 (b) for the each time limited timed period of the at least four time limited timed  
periods:

(b1) for each time sensitive game play of the plurality of time sensitive game  
plays:

(b1a) limiting maximum time of the each time sensitive game play of the  
20 plurality of time sensitive game plays to a predetermined time  
interval, and:

(b2a) selecting, by the offense game player an offensive game play type  
from a group of offensive strategy play cards comprising a plurality  
of offensive game play strategy play types,

each offensive strategy play card of the group of offensive strategy  
play cards comprising at least one offensive game play  
instruction,

at least one offensive strategy play card of the group of offensive  
strategy play cards comprising directions to proceed to at least  
one offensive look up table comprising at least one additional  
offensive game play instruction tabulated according to offensive  
game play strategy play types and defensive game play strategy  
play types and cross referencing the defensive game play strategy  
play types to the offensive game play strategy play types at  
offensive look up table intersecting locations;

(b2b) selecting, by the defense game player a defensive game play type  
from a group of defensive strategy play cards comprising a plurality  
of defensive game play strategy play types,

each defensive strategy play card of the group of defensive strategy  
play cards comprising at least one defensive game play  
instruction,

at least one defensive strategy play card of the group of defensive  
strategy play cards comprising directions to proceed to at least  
one defensive look up table comprising at least one additional  
defensive game play instruction tabulated according to the  
defensive game play strategy play types and the offensive game

play strategy play types and cross referencing the offensive game  
play strategy play types to the defensive game play strategy play  
types at defensive look up table intersecting locations;

(b3) determining a game play winner and a game play loser, using dice, the  
5 game play winner from the group consisting of the offense game player  
and the defense game player;

(b4) determining the game play outcome, comprising:

(b4a) implementing at least one game play instruction of the game play  
winner based upon a selected game play type of the game play  
10 winner from the group consisting of the selected offense game play  
type and the selected defense game play type;

(b4b) implementing any of at least one additional instruction of the game  
play winner, comprising:

(b4b1) selecting at least one game play strategy look up table

15 according to the game play winner, the at least one game play  
strategy look up table from the group consisting of the at least  
one offensive look up table and the at least one defensive look  
up table;

(b4b2) looking up the at least one additional instruction in the

20 selected at least one game play strategy look up table based  
upon a game play winner selected game play type selected by  
the game play winner and a game play loser selected game

play type selected by the game play loser, each cross  
referenced to the other and from the group consisting of the  
selected offense game play type and the selected defense game  
play type;

5 (b4b3) implementing the at least one looked up table additional  
instruction;

(c) restarting the time sensitive game play of the plurality of time sensitive  
game plays at step (b), using the play clock and the game play winner as  
10 the offense game player and the game play loser as the defense game  
player.

Claim 33 (previously presented): The method for playing the simulated football board  
game of claim 32, wherein the selected at least one game play strategy look up table  
15 further comprises at least one additional game play strategy look up table at at least  
one cross reference location of the selected at least one game play strategy look up  
table, comprising at least one further instruction based upon score of the dice, the at  
least one cross reference location from the group consisting of at least one offensive  
look up table intersecting location of the offensive look up table intersecting locations  
20 and at least one defensive look up table intersecting location of the defensive look up  
table intersecting locations.

Claim 34 (previously presented): The method for playing the simulated football board game of claim 33, wherein the at least one further instruction comprises a plurality of further instructions at least one of which is selected based upon different possible scores of the dice.

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Claim 35 (previously presented): The method for playing the simulated football board game of claim 32, wherein:

the at least one offensive look up table comprises a plurality of offensive look up tables comprising different combinations of the offensive game play strategy play types and the defensive game play strategy play types and cross referencing the defensive game play strategy play types to the offensive game play strategy play types and

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the at least one defensive look up table comprises a plurality of defensive look up tables comprising different combinations of the defensive game play strategy play types and the offensive game play strategy play types and cross referencing the offensive game play strategy play types to the defensive game play strategy play types.

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Claim 36 (previously presented): The method for playing the simulated football board game of claim 35, wherein the selected at least one game play strategy look up table further comprises at least one additional game play strategy look up table at at least one cross reference location of the selected at least one game play strategy look up

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table, comprising at least one further instruction based upon score of the dice, the at least one cross reference location from the group consisting of at least one offensive look up table intersecting location of the offensive look up table intersecting locations and at least one defensive look up table intersecting location of the defensive look up table intersecting locations.

Claim 37 (previously presented): The method for playing the simulated football board game of claim 36, wherein the at least one further instruction comprises a plurality of further instructions at least one of which is selected based upon different possible scores of the dice.

Claim 38 (previously presented): The method for playing the simulated football board game of claim 35, wherein:

the plurality of offensive look up tables comprises:

a Pass Offense Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, and Blitz;

a Run Off Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection,

Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz;

the plurality of defensive look up tables comprises:

5           a Pass Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man, Man, Zone, Change, Nickel, and Blitz;

10           a Run Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz.

15    Claim 39 (previously presented): The method for playing the simulated football board game of claim 36, wherein:

the plurality of offensive look up tables comprises:

          a Pass Offense Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross  
20       Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, and Blitz;



a Run Off Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz;

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the plurality of defensive look up tables comprises:

a Pass Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man, Man, Zone, Change, Nickel, and Blitz;

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a Run Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz.

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Claim 40 (previously presented): A method for playing a simulated football board game played by an offense game player and a defense game player during at least four time limited timed periods , each time limited timed period of the at least four time limited timed periods limited to a not to exceed cumulative runtime and comprising a plurality of time sensitive game plays resulting in a plurality of game play outcomes achieved by the offense game player and the defense game player, the simulated football board game resulting in a simulated football game winner based upon at least one final score, comprising the steps of:

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(a) starting the simulated football board game by:

(a1) selecting, the offense game player and the defense game player;

(a2) starting a time limited timed period of the at least four time limited timed

5 periods, using a game clock;

(a3) starting a time sensitive game play of the plurality of time sensitive game

plays, using a play clock;

(b) for the each time limited timed period of the at least four time limited timed

10 periods:

(b1) for each time sensitive game play of the plurality of time sensitive game

plays:

(b1a) limiting maximum time of the each time sensitive game play of the

plurality of time sensitive game plays to a predetermined time

15 interval, and:

(b2a) selecting, by the offense game player an offensive game play type

from a group of offensive strategy play cards comprising a plurality

of offensive game play strategy play types,

each offensive strategy play card of the group of offensive strategy

20 play cards comprising at least one offensive game play

instruction,

at least one offensive strategy play card of the group of offensive  
strategy play cards comprising directions to proceed to at least  
one offensive look up table comprising at least one additional  
offensive game play instruction tabulated according to offensive  
game play strategy play types and defensive game play strategy  
play types and cross referencing the defensive game play strategy  
play types to the offensive game play strategy play types at  
offensive look up table intersecting locations;

(b2b) selecting, by the defense game player a defensive game play type  
from a group of defensive strategy play cards comprising a plurality  
of defensive game play strategy play types,  
each defensive strategy play card of the group of defensive strategy  
play cards comprising at least one defensive game play  
instruction,

at least one defensive strategy play card of the group of defensive  
strategy play cards comprising directions to proceed to at least  
one defensive look up table comprising at least one additional  
defensive game play instruction tabulated according to the  
defensive game play strategy play types and the offensive game  
play strategy play types and cross referencing the offensive game  
play strategy play types to the defensive game play strategy play  
types at defensive look up table intersecting locations;

(b3) determining a game play winner and a game play loser, using dice, the game play winner from the group consisting of the offense game player and the defense game player;

(b4) determining the game play outcome, comprising:

5 (b4a) implementing at least one game play instruction of the game play  
winner based upon a selected game play type of the game play  
winner from the group consisting of the selected offense game play  
type and the selected defense game play type;

(b4b) implementing at least one additional instruction of the game play

10 winner, comprising:

(b4b1) selecting at least one game play strategy look up table according to the game play winner, the at least one game play strategy look up table from the group consisting of the at least one offensive look up table and the at least one defensive look up table;

(b4b2) looking up the at least one additional instruction in the selected at least one game play strategy look up table based upon a game play winner selected game play type selected by the game play winner and a game play loser selected game play type selected by the game play loser, each cross referenced to the other and from the group consisting of the

selected offense game play type and the selected defense game  
play type;

(b4b3) implementing the at least one looked up table additional  
instruction;

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(c) restarting the time sensitive game play of the plurality of time sensitive  
game plays at step (b), using the play clock and the game play winner as  
the offense game player and the game play loser as the defense game  
player.

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Claim 41 (previously presented): The method for playing the simulated football board  
game of claim 40, wherein the selected at least one game play strategy look up table  
further comprises at least one additional game play strategy look up table at at least  
one cross reference location of the selected at least one game play strategy look up  
table, comprising a plurality of further instructions at least one of which is selected  
based upon different possible scores of the dice, the at least one cross reference  
location from the group consisting of at least one offensive look up table intersecting  
location of the offensive look up table intersecting locations and at least one defensive  
look up table intersecting location of the defensive look up table intersecting locations.

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Claim 42 (previously presented): The method for playing the simulated football board  
game of claim 40, wherein:

the at least one offensive look up table comprises a plurality of offensive look up  
tables comprising different combinations of the offensive game play strategy  
play types and the defensive game play strategy play types and cross referencing  
the defensive game play strategy play types to the offensive game play strategy  
5 play types and

the at least one defensive look up table comprises a plurality of defensive look  
up tables comprising different combinations of the defensive game play strategy  
play types and the offensive game play strategy play types and cross referencing  
the offensive game play strategy play types to the defensive game play strategy  
10 play types.

Claim 43 (previously presented): The method for playing the simulated football board  
game of claim 42, wherein the selected at least one game play strategy look up table  
further comprises at least one additional game play strategy look up table at at least  
15 one cross reference location of the selected at least one game play strategy look up  
table, comprising at least one further instruction based upon score of the dice, the at  
least one cross reference location from the group consisting of at least one offensive  
look up table intersecting location of the offensive look up table intersecting locations  
and at least one defensive look up table intersecting location of the defensive look up  
20 table intersecting locations.

Claim 44 (previously presented): The method for playing the simulated football board game of claim 43, wherein:

the plurality of offensive look up tables comprises:

5 a Pass Offense Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, and Blitz;

10 a Run Off Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz;

the plurality of defensive look up tables comprises:

15 a Pass Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man, Man, Zone, Change, Nickel, and Blitz;

20 a Run Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection,

Trap, and Sweep and the defensive game play strategy types from the group  
consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz.

Claim 45 (previously presented): The method for playing the simulated football board  
5 game of claim 43, wherein the at least one further instruction comprises a plurality of  
further instructions at least one of which is selected based upon different possible  
scores of the dice.

Claim 46 (previously presented): The method for playing the simulated football board  
10 game of claim 43, wherein at least one of the offensive game play strategy play types  
comprises a plurality of additional instructions at least one of which is based upon  
different possible scores of the dice.

Claim 47 (previously presented): The method for playing the simulated football board  
15 game of claim 46, wherein the at least one further instruction comprises a plurality of  
further instructions at least one of which is selected based upon the different possible  
scores of the dice.

Claim 48 (previously presented): The method for playing the simulated football board  
20 game of claim 47, wherein the different possible scores of the dice comprise a  
plurality of different scores of the dice, each of which is used for a different one of the  
plurality of additional instructions until the time sensitive game play ends and/or a



different one of the plurality of further instructions until the time sensitive game play ends.

Claim 49 (previously presented): The method for playing the simulated football board

5 game of claim 47, wherein:

the plurality of offensive look up tables comprises:

a Pass Offense Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, and Blitz;

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a Run Off Wins offensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz;

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the plurality of defensive look up tables comprises:

a Pass Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Post, Quick Out, Cross Pattern, Curl, and Fly and the defensive game play strategy play types from the group consisting of: 8 Man, Man, Zone, Change, Nickel, and Blitz;

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a Run Defense Wins defensive look up table having the offensive game play strategy play types from the group consisting of: Blast, Pitch, Misdirection, Trap, and Sweep and the defensive game play strategy types from the group consisting of: 8 Man Box, Man, Zone, Change, Nickel, Blitz.

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Claim 50 (new): The method for playing the simulated football board game of claim 45, wherein:

(b3a) if the score of the dice of the offense player is higher than the score of the dice of the defense player:

10       the offense game player advances a number of yards according to the score of the dice of the offense game player, according to at least one of the plurality of further instructions,  
step (b3) further comprises using the dice again, unless the time sensitive game play ends;

15       (b3b) if the score of the dice of the offense player is lower than the score of the dice of the defense player:  
the time sensitive game play ends.

Claim 51 (new): The method for playing the simulated football board game of claim 37,

20       wherein:

(b3a) if the score of the dice of the offense player is higher than the score of the dice of the defense player:

the offense game player advances a number of yards according to the score  
of the dice of the offense game player, according to at least one of the  
plurality of further instructions,

step (b3) further comprises using the dice again, unless the time sensitive

5 game play ends;

(b3b) if the score of the dice of the offense player is lower than the score of the  
dice of the defense player:

the time sensitive game play ends.

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